3

3

3

PC

PC

PC

UNIT 1 PORT 2

UNIT 1 PORT 1

UNIT 1 PORT 3

FMS II
HUB10-1-72

11

UNIT 1 PORT 24

5

UNIT 1 PORT 2

7

SWITCH 1000
S1000-1-72

ROUTER

UNIT 1 PORT 1

UNIT 1 PORT 24

1

5

12

UNIT 1 PORT 12

PSHUB 40
PSH40-1-72

UNIT 1 PORT 1

UNIT 1 PORT 3

UNIT 1 PORT 2

PC

PC

PC

3

3

3A (MGMT STATION)

Fig. 1

WHEN THIS DEVICE REBOOTS

SNMP STP TOPOLOGY
CHANGED TRAP IS SENT

IP PINGS STOP
RESPONDING

SNMP WARM START
TRAP IS SENT

THIS PORT
GOES DOWN

Fig.2

START

WAIT FOR NEXT EVENT E — 101

102 — WHAT TYPE OF EVENT IS E ?

1, 2 OR 3

1a,3a,4,5 OR OTHER → DISPLAY EVENT E — 103

IF E IS TYPE 1, START TIMER T(60),
IF E IS TYPE 2, START TIMER T(30),
IF E IS TYPE 3, START TIMER T(300) — 104

HIDE ALL EVENTS OF TYPE 4 AND 5 WHICH HAVE BEEN DISPLAYED IN THE LAST 60 SECONDS — 105

DISPLAY EVENT E. SET VARIABLE B = E — 106

T EXPIRES

WAIT FOR NEXT EVENT E', OR FOR TIMER T TO EXPIRE — 107

EVENT OCCURS

108 — WHAT TYPE OF EVENT IS E' ?

OTHER → DISPLAY EVENT E' — 115

4 OR 5 → DISCARD EVENT E' — 111

112 — IF B IS OF TYPE 3, THEN DISPLAY EVENT E', OTHERWISE DISCARD E'. RESTART TIMER T(30)

3a

3 → RESTART TIMER T(300) — 114

1 OR 2

IF B IS OF TYPE 1, THEN DISPLAY EVENT E', OTHERWISE DISCARD E' — 113

1a

109 — IS TYPE OF EVENT E' <= TYPE OF B ?

YES

NO

HIDE EVENT B. DISPLAY EVENT E' (REPLACING B). SET B = E' — 110

Fig.3